

### Amendments to the Claims:

1. (original) A method of generating soft bit outputs from soft symbol decisions for an  $M$ -ary symbol alphabet in a communication receiver coupled to a channel wherein said communication receiver includes a first decoder adapted to generate said soft symbol decisions from a received signal, said method comprising the steps of:

receiving  $M$  soft symbol decisions for each symbol, wherein each symbol is represented by  $m$  bits;

partitioning said soft symbol decisions into  $m$  bit groups, each said bit group comprising a zero-bit portion and a one-bit portion;

summing all soft symbol values in the zero-bit portion of a particular bit group of interest, so as to generate a first sum;

summing all soft symbol values in the one-bit portion of a particular bit group of interest, so as to generate a second sum;

computing a soft bit value for the particular bit of interest as a function of said first sum and said second sum; and

wherein  $m$  and  $M$  are positive integers.

2. (original) The method according to claim 1, wherein said communications receiver is adapted to receive and decode a global system for mobile communication (GSM) signal.

3. (original) The method according to claim 1, wherein said communications receiver is adapted to receive and decode a GSM EDGE Radio Access Network (GERAN) system signal.

4. (original) The method according to claim 1, further comprising the step of providing a second decoder operative to generate receive binary data in accordance with said soft bit output values.

5. (original) The method according to claim 4, wherein said second decoder comprises a convolutional decoder based on the Viterbi Algorithm (VA).

6. (original) The method according to claim 1, wherein said  $M$ -ary symbol comprises an 8-PSK symbol.

7. (original) The method according to claim 1, wherein said step of computing comprises generating said soft bit values represented as bit log likelihood ratios (LLRs).

8. (original) The method according to claim 1, wherein said soft symbol values are represented as symbol log likelihood ratios (LLRs).

9. (original) The method according to claim 1, wherein said zero-bit portion comprises those soft symbol decisions that correspond to those symbols having a zero bit in the particular bit position of interest.

10. (original) The method according to claim 1, wherein said one-bit portion comprises those soft symbol decisions that correspond to those symbols having a one bit in the particular bit position of interest.

11. (original) The method according to claim 1, wherein said first decoder comprises a maximum likelihood sequence estimation (MLSE) equalizer based on the Soft Output Viterbi Algorithm (SOVA).

12. (original) The method according to claim 1, wherein said first decoder comprises means for performing maximum a posterior (MAP) algorithm.

13. (original) The method according to claim 1, wherein said soft bit values are generated in accordance with the function given by

$$LLR(b_j) = \ln \left( \sum_{l \in D_{j1}} e^{LLR(s_k=A_l)} \right) - \ln \left( \sum_{l \in D_{j0}} e^{LLR(s_k=A_l)} \right)$$

wherein  $LLR(s_k=A_l)$  is the log likelihood ratio of symbol  $s_k=A_l$ ,  $A_l$  represents the symbol value,  $b_j$  represents the  $j^{th}$  bit of the symbol,  $D_{j0}$  and  $D_{j1}$  represent the set of symbols wherein bit  $j = 0$  and  $1$ , respectively,  $\forall l \in D_{ji}$  and  $b_j(A_l)=i$  for  $i=0, 1; j=0, \dots, m-1; l=0, \dots, M-1$ .

14. (original) The method according to claim 13, further comprising the step of outputting said soft bit values to a soft second decoder for decoding into binary data therefrom.

15. (original) The method according to claim 1, further comprising the step of outputting said soft bit values to a de-interleaver whose output is subsequently input to a soft second decoder for decoding into binary data therefrom.

16. (original) The method according to claim 1, wherein said  $M$  soft symbol decisions for each symbol comprise  $M-1$  soft symbol decisions and an implied reference symbol.

17. (original) The method according to claim 1, wherein said step of computing comprises computing a Max-Log approximation with a refinement.

18. (currently amended) A method of generating soft bit outputs from soft symbol ~~decisions~~ values for an  $M$ -ary symbol alphabet, said method comprising the steps of:

receiving for each symbol  $m+1$  soft symbol values ~~for each symbol represented as symbol~~ log likelihood ratios wherein each symbol is represented by  $m$  bits, and wherein said  $m+1$  soft symbol values comprise a first soft symbol value corresponding to a most likely symbol and  $m$  second soft symbol values, wherein each said second soft symbol value corresponds to a symbol closest in Euclidean distance to said most likely symbol whose bit in the position of interest is opposite that of the analogous bit in said most likely symbol;

computing a soft bit value for each bit of interest as a function of said first soft symbol value and said ~~plurality of~~  $m$  second soft symbol values; and

wherein  $m$  and  $M$  are positive integers.

19. (original) The method according to claim 18, wherein said  $M$ -ary symbols are transmitted in a global system for mobile communication (GSM) network.

20. (currently amended) The method according to claim 18, wherein said ~~communications receiver is adapted to receive and decode~~ method of generating soft bit outputs is implemented in a GSM EDGE Radio Access Network (GERAN) system ~~signal~~.

21. (original) The method according to claim 18, further comprising the step of providing an outer decoder operative to generate receive binary data in accordance with said soft bit outputs.

22. (original) The method according to claim 21, wherein said outer decoder comprises a convolutional decoder based on the Viterbi Algorithm (VA).

23. (original) The method according to claim 18, wherein said  $M$ -ary symbol comprises an 8-PSK symbol.

24. (original) The method according to claim 18, wherein said step of computing comprises generating said soft bit values represented as bit log likelihood ratios (LLRs).

25. (original) The method according to claim 18, wherein said soft symbol values are represented as symbol log likelihood ratios (LLRs).
26. (original) The method according to claim 18, wherein said soft symbol decisions are generated by a maximum likelihood sequence estimation (MLSE) equalizer based on the Soft Output Viterbi Algorithm (SOVA).
27. (original) The method according to claim 18, wherein said soft symbol decisions are generated by a maximum a posterior (MAP) algorithm based equalizer.
28. (original) The method according to claim 18, wherein said soft bit values are generated from the  $m+1$  soft symbol values whereby the most likely log likelihood value is compared with one other symbol log likelihood value corresponding to a bit value opposite to that of the bit of interest.
29. (original) The method according to claim 28, further comprising the step of outputting said soft bit values to a soft decoder for decoding into binary data therefrom.
30. (original) The method according to claim 18, further comprising the step of outputting said soft bit values to a de-interleaver whose output is subsequently input to a soft decoder for decoding into binary data therefrom.
31. (original) The method according to claim 18, wherein said step of computing comprises computing a Max-Log approximation with a refinement.
32. (original) A method of generating soft bit outputs from soft symbol decisions for an  $M$ -ary symbol, said method comprising the steps of:
- receiving  $M$  soft symbol decisions for each symbol, wherein each symbol is represented by  $m$  bits;
  - partitioning said soft symbol decisions into  $m$  bit groups, each said bit group comprising a zero-bit portion and a one-bit portion;
  - selecting, for each bit group of interest, a first maximum soft symbol value from among the soft symbol values in said zero-bit portion;
  - selecting, for each bit group of interest, a second maximum soft symbol value from among the soft symbol values in said one-bit portion;
  - computing a soft bit value for each bit of interest as a function of said first maximum soft symbol value and said second maximum soft symbol value; and

wherein  $m$  and  $M$  are positive integers.

33. (original) The method according to claim 32, wherein said  $M$ -ary symbols are transmitted in a global system for mobile communication (GSM) network.

34. (currently amended) The method according to claim 32, wherein said ~~communications receiver is adapted to receive and decode~~ method of generating soft bit outputs is implemented in a GSM EDGE Radio Access Network (GERAN) system ~~signal~~.

35. (original) The method according to claim 32, further comprising the step of providing an outer decoder operative to generate receive binary data in accordance with said soft bit output values.

36. (currently amended) The method according to claim 35, wherein said ~~second~~ outer decoder comprises a convolutional decoder based on the Viterbi Algorithm (VA).

37. (original) The method according to claim 32, wherein said  $M$ -ary symbol comprises an 8-PSK symbol.

38. (original) The method according to claim 32, wherein said step of computing comprises generating said soft bit values represented as bit log likelihood ratios (LLRs).

39. (original) The method according to claim 32, wherein said soft symbol values are represented as symbol log likelihood ratios (LLRs).

40. (original) The method according to claim 32, wherein said zero-bit portion comprises those soft symbol decisions that correspond to those symbols having a zero bit in the particular bit position of interest.

41. (original) The method according to claim 32, wherein said one-bit portion comprises those soft symbol decisions that correspond to those symbols having a one bit in the particular bit position of interest.

42. (original) The method according to claim 32, wherein said soft symbol decisions are generated by a maximum likelihood sequence estimation (MLSE) equalizer based on the Soft Output Viterbi Algorithm (SOVA).

43. (original) The method according to claim 32, wherein said soft symbol decisions are generated by a maximum a posterior (MAP) algorithm based equalizer.

44. (currently amended) The method according to claim 32, wherein said soft bit values are generated from ~~the  $m+1$~~  said soft symbol values whereby the most likely log likelihood value is compared with one other symbol log likelihood value corresponding to a bit value opposite to that of the bit of interest.

45. (original) The method according to claim 44, further comprising the step of outputting said soft bit values to a soft decoder for decoding into binary data therefrom.

46. (original) The method according to claim 32, wherein said step of computing comprises computing a Max-Log approximation with a refinement.

47. (currently amended) The method according to claim 32, further comprising the step of outputting said soft bit values to a de-interleaver whose output is subsequently input to a soft ~~second~~ outer decoder for decoding into binary data therefrom.

48. (original) The method according to claim 32, wherein said  $M$  soft symbol decisions for each symbol comprise  $M-1$  soft symbol decisions and an implied reference symbol.

49. (currently amended) A method of generating soft bit outputs from soft symbol ~~decisions~~ values, said method comprising the steps of:

receiving for each symbol a plurality of soft symbol values ~~for each symbol~~ represented as symbol log likelihood ratios;

determining, for each bit in said symbol, a first likelihood representing the probability that said bit is a one, said first likelihood determined based on said symbol log likelihood ratios;

determining, for each bit in said symbol, a second likelihood representing the probability that said bit is a zero, said second likelihood determined based on said symbol log likelihood ratios; and

computing a soft bit value for said bit as a function of said first likelihood and said second likelihood.

50. (original) The method according to claim 49, wherein said first likelihood is determined by summing the soft symbol values for all symbols wherein said bit is a one.

51. (original) The method according to claim 49, wherein said second likelihood is determined by summing the soft symbol values for all symbols wherein said bit is a zero.

52. (original) The method according to claim 49, wherein said first likelihood comprises the maximum soft symbol value from among all symbol values wherein said bit is a one.

53. (original) The method according to claim 49, wherein said second likelihood comprises the maximum soft symbol value from among all symbol values wherein said bit is a zero.

54. (currently amended) A communications receiver for receiving and decoding an  $M$ -ary transmitted signal, comprising:

- a radio frequency (RF) front end circuit for receiving and converting said  $M$ -ary transmitted signal to a baseband signal;

- a demodulator adapted to receive said baseband signal and to generate a received signal therefrom in accordance with the  $M$ -ary modulation scheme used to generate said transmitted signal;

- a first decoder operative to receive said received signal and to generate a sequence of soft symbol decisions therefrom;

- a soft symbol decision to soft bit output converter comprising processing means programmed to:

- receive for each symbol a plurality of soft symbol values ~~for each symbol~~ represented as symbol log likelihood ratios;

- determine, for each bit in said symbol, a first likelihood representing the probability that said bit is a one, said first likelihood determined based on said symbol log likelihood ratios;

- determine, for each bit in said symbol, a second likelihood representing the probability that said bit is a zero, said second likelihood determined based on said symbol log likelihood ratios;

- compute a soft bit value for said bit as a function of said first likelihood and said second likelihood; and

- a second decoder adapted to receive said soft bit values and to generate binary received data therefrom.

55. (currently amended) The receiver according to claim 54, further comprising a speech decoder operative to convert ~~said decoded output data signal~~ the output of said second decoder to an audible speech signal.

56. (currently amended) The receiver according to claim 54, further comprising circuit switch data means for converting ~~said decoded output data signal~~ the output of said second decoder to a data stream.
57. (currently amended) The receiver according to claim 54, further comprising packet switch data means for converting ~~said decoded output data signal~~ the output of said second decoder to a data stream.
58. (original) The receiver according to claim 54, wherein said communications receiver is adapted to receive and decode a Global System for Mobile Communication (GSM) signal.
59. (original) The method according to claim 54, wherein said communications receiver is adapted to receive and decode a GSM EDGE Radio Access Network (GERAN) system signal.
60. (original) The receiver according to claim 54, wherein said second decoder comprises a convolutional decoder based on the Viterbi Algorithm (VA).
61. (original) The receiver according to claim 54, wherein said  $M$ -ary symbol comprises an 8-PSK symbol.
62. (original) The receiver according to claim 54, further comprising the step of generating said soft decision value represented as a log likelihood ratio (LLR).
63. (original) The receiver according to claim 54, wherein said first decoder comprises a maximum likelihood sequence estimation (MLSE) equalizer based on the Soft Output Viterbi Algorithm (SOVA).
64. (original) The receiver according to claim 54, wherein said first decoder comprises means for performing maximum a posterior (MAP) algorithm.
65. (currently amended) The receiver according to claim 54, wherein said soft bit values are computed from ~~the  $m+1$~~  said soft symbol values whereby the most likely log likelihood value is compared with one other symbol log likelihood value corresponding to a bit value opposite to that of the bit of interest.
66. (original) The method according to claim 54, wherein said step of computing comprises computing a Max-Log approximation with a refinement.



67. (original) The receiver according to claim 54, further comprising the step of outputting said soft bit values to a de-interleaver whose output is subsequently input to a soft second decoder for decoding into binary data therefrom.

68. (original) An electronic data storage media storing a computer program adapted to program a computer to execute the soft output generator process of claim 54.

69. (currently amended) A computer readable storage medium having a computer program embodied thereon for causing a suitably programmed system to generate soft output values by performing the following steps when such program is executed on said system:

receiving for each symbol a plurality of soft symbol values ~~for each symbol~~ represented as symbol log likelihood ratios;

determining, for each bit in said symbol, a first likelihood representing the probability that said bit is a one, said first likelihood determined based on said symbol log likelihood ratios;

determining, for each bit in said symbol, a second likelihood representing the probability that said bit is a zero, said second likelihood determined based on said symbol log likelihood ratios; and

computing a soft bit value for said bit as a function of said first likelihood and said second likelihood.

70. (original) The computer readable storage medium according to claim 69, wherein said computer program is suitably programmed to determine said first likelihood by summing the soft symbol values for all symbols wherein said bit is a one.

71. (original) The computer readable storage medium according to claim 69, wherein said computer program is suitably programmed to determine said second likelihood by summing the soft symbol values for all symbols wherein said bit is a zero.

72. (original) The computer readable storage medium according to claim 69, wherein said computer program is suitably programmed to obtain said first likelihood by determining the maximum soft symbol value from among all symbol values wherein said bit is a one.

73. (original) The computer readable storage medium according to claim 69, wherein said computer program is suitably programmed to obtain second likelihood by determining the maximum soft symbol value from among all symbol values wherein said bit is a zero.

74. (original) The computer readable storage medium according to claim 69, wherein said step of computing comprises computing a Max-Log approximation with a refinement.